

Rules and Guidelines

Summer of STEM

Game & Invention Challenge

July 20-24, 2020

Submit by 11:59pm July 24

<https://docs.google.com/forms/d/1NnAexESYtk1LC15WK53d4ewO7lv7PA1PzP-nZZI7XWk/edit?usp=sharing>

Invention - Invention is creating something new, something that doesn't exist yet. Invention is also taking something that does exist and making a BIG improvement on it. Often, invention happens when someone is trying to solve a problem or they wish there was a better way to do something.

What is different about game and toy invention? Unlike inventions for new equipment or household products that solve problems, the goal of game and toy invention is to create FUN! Something new that gets people's attention and brings them together to interact, laugh, and connect to each other through play.

General Information: A student can submit an individual work of art and/or a family group can submit an entry that combines multiple students' works of art into one cohesive project.

Grade Level Spans:

- TK-2
- 3 – 5
- 6 – 8
- 9 – 12
- Family Group

Our mission is to inspire the next generation to use creativity, critical thinking, and STEM skills in the invention and innovation process and present these projects to a team of judges and peers for feedback and the opportunity be awarded prizes for their entries.